

# D I P L O P H O B I A

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QFC (Regular Diplomacy Game #25) -- ITALIANS ALLOW GERMAN GOVERNMENT-IN-EXILE  
 TO SURVIVE (SANS MILITARY ARM), MOVE IN ON ST. PETERSBURG!

FALL, 1917 Moves --

GER (Beyerlein) -- A Swe disbands and goes home.

ITA (Calabria) -- F Nwy-StP; F Fin (S) F Nwy-StP; F Swe-Bot; F Den-Bal; F Nat-Nwg; F Mid-EnC; A Hol (S) A Kie; A Kie (S) A Bur-Mun (A Bur NSO); A Ruh (S) A Bur-Mun (A Bur NSO); A Bur-Ruh; F Tun-Ion; F Nap (H); F Tyn (S) F Nap; A Ven (H); A Pie (S) A Ven; A Tus (S) A Ven; A Rom (S) A Ven.

TUR (Calabria) -- A StP (H); A Mos (S) A StP; A Lvn (H); A Pru (H); A Ber (S) A Mun; A Mun (S) A Ber; A Gal-Sil; A Boh (S) A Mun; A Vie (S) A Tyo; F Apu-Nap; F Ion (S) F Apu-Nap; F Alb (S) F Ion; F Gre (S) F Ion; A Tri-Ven; A Tyo (S) A Tri-Ven; F Adr (S) A Tri-Ven.

Propaganda -- None. (Ops! Missed some. See below.)

Supply Centers held at end of F'17 (no AUT Retreats) --

GER -- Swe (stands pat; has no units on board, but owns no home s.ctr). (1)

ITA -- Nwy, Nap, Rom, Ven, Tun, Bre, Mar, Par, Por, Spa, Bel, Hol, Kie, Den, Edi, Lvp, Lon (stands pat). (17)

TUR -- Ank, Con, Smy, Bul, Gre, Rum, Ser, Bud, Tri, Vie, Mos, StP, Sev, War, Ber, Mun (pat). (16)

QFC DIPLOBOURSE -- ANOTHER SESSION PASSES WITH NO ACTION!

No Action during Session 45. The Board at end of F'17: Cr, Pd, Fr, Ro, all .00; Mk, .10; Li, 2.13; Pi, 1.24 (all Selling prices). Holdings at end of Session 45: Rosamilia, 10 Cr, 210 Pd, 100 Mk, 190 Ro, 440 Pi, .02 Dd; Ver Floeg, 200 Cr, 200 Mk, 320 Li, 190 Pi, 1.29 Dd.

Deadline for Session 46 -- 27 March.

Propaganda for Game QFC (overlooked above) --

Ex-Army Sweden -- I have to admit that I was not surprised at the sudden elimination of Army Sweden. When both sides stop writing you know that the end is near. With the victory criterion at 18 units this should be a very interesting war, and no matter who wins both Calabria and Rosamilia have shown that they are excellent players.

Deadline for SPRING, 1918 moves (no WINT builds/removals) -- Noon, Wed, 28 Mar.

QGC (Regular Diplomacy Game #26) -- TURKEY EDGES FORWARD, AS ENGLAND SLIPS  
 BACK, ENGLISH & FRENCH FORCES BECOME EVER MORE ENTWINED!

SUMMER, 1913 Retreat -- FRA (D.Cochran): A Mun (R) Kie.

FALL, 1913 Moves --

ENG (Naus) -- F NtS (H); F Hel (S) A Den-Kie; F Ber-Bal; F Pru (S) FRA A Kie-Ber; F EnC (H); F Naf (S) FRA F Tun; A Mos (S) FRA A War (A War OTM); A Lvn (S) FRA A War (A War OTM); A StP (S) A Mos; A Den-Kie.

FRA (D.Cochran) -- A Kie-Ber; A Pic-Hol (impossible); A War-Sil; A Ruh-Mun; A Bur (S) A Ruh-Mun; A Mar-Pie; F Tyn (S) F Tun; F Tun (S) F Tyn; F Lyo (S) F Tyn; F WMe (S) F Tyn.

TUR (Tonnesen) -- A Pie-Ven; F Tus-Pie; F Rom-Tus; F Nap-Rom; F Ion-Nap; F Adr-Ion; A Tyo (S) F Tus-Pie; A Mun (H); A Boh (S) A Mun; A Bur-Gal; A Vie (S) A Bud-Gal; A Gal-War; A Ukr (S) A Gal-War; A Sev-Mos.

Supply Centers held at end of F'13 (no AUT retreats) --

ENG -- Mos, StP, Nwy, Swe, ~~War~~, Kie, Den, Edi, Lvp, Lon (remove one unit). (9)

FRA -- ~~War~~, Tun, Bre, Mar, Par, Por, Spa, Bel, Hol, Mun, Ber (stands pat). (10)

TUR -- Ank, Con, Smy, Bul, Gre, Rum, Ser, Bud, Tri, Vie, Sev, Nap, Rom, Ven, War (1). (15)

Propaganda --

Baltic Sea (F Ber-Bal): OK Tonnesen, now we can kick you out of Munich and set up a stalemate. You might as well give up!

The Desert Poppy -- The spy in the North Atlantic has noticed that the six useless English fleets are going on war games in this area to keep their fighting

QGC (Continued) --

skill sharp. The Turkish government figures that the English must be getting ready to fight someone, but whom?

London -- Turkey: See Mark jump! What happens after 16?

Deadline for W'13 builds/removals -- Noon, Wed., 28 March. (S'14 moves would also be appreciated by this date, but are not required.)

QHC (Regular Diplomacy Game #27) -- AUSTRIA CONTINUES MARCH TOWARDS VICTORY, AS MOSCOW IS CAPTURED! BELEAGUED FRENCH STAND OFF EVERYONE!

SPRING, 1912 Moves --

A-H (Power) -- A War-Mos; A Sev (S) A War-Mos; A Ukr (S) A War-Mos; A Bud-Gal; A Vie (S) A Bud-Gal; A Mun-Sil; A Ven-Pie; A Tyo (S) A Ven-Pie; A Tri-Ven; A Boh (S) A Mun-Sil; F Tun-Naf; F Ion-Tyn; F Apu-Ion; F Lyo (S) ITA F WMe-Spa(SC).

ENG (Phillips) -- A Lvp-Wal.

FRA (Calabria) -- A Spa (H); F Por (S) A Spa; A Mar (S) A Spa; A Gas-Par; F Edi (H).

ITA (Tonnesen) -- F Mid-Por; F WMe-Spa(SC).

RUS (A.Miller) -- F StP(NC)-Nwy; F Bre (S) F Pic-EnC; F Pic-EnC; F Bel-NtS; A Hol-Bel; A Sil-Mun; A Ber (S) A Sil-Mun; A Ruh (S) A Sil-Mun; A Bur-Par; A Mos-War (D (StP, o.b.)); A Lvn (S) A Mos-War.

Propaganda --

Italy--Geneva: I hope you were talking about A.Miller lastish. D.Miller did very well in his playing days: three wins & a second, if I have heard correctly.

Italy -- France: You will lose your last Fleet within a year. Austria and Russia will eat up all your supply centers. Remember that those who attack all their neighbors wind up without any allies.

Zurich -- Again, no wonder Miller never won a game!

Deadline for SUM'12 retreats (A-H: A Mun; RUS: A Mos) and F'12 moves -- Noon, Wed., 28 March.

QIC (Regular Diplomacy Game #28) -- GERMANS' BLITZ THREATENS ALL OF FRANCE, AS FRENCH ARE SLAUGHTERED BY ITALY, TURKEY IN BALKANS!

SPRING, 1910 moves --

FRA (Tonnesen) -- A Rum-Bul; A Bud (S) A Alb-Tri; A Alb-Tri (A); A Gal-Vie (D (Rum, o.b.)); F Apu-Ven (D (Adr, o.b.)); F Tun-WMe; F Spa(SC)-Lyo; A Mar-Pie; A Bur (H) (D (Pic, Par, Gas)).

GER (Ackerman) -- F Nwg-Nat; F Lon-Wal; F NtS-EnC; A Gas-Spa; A Ruh-Bur; A Bel (S) A Ruh-Bur; A Mun (S) A Ruh-Bur; F Kie-Hol; A Ber-Sil; A War-Gal; A Boh (S) A War-Gal; A Mos-Ukr; A Lvn-Mos

ITA (Beyerlein) -- A Ven-Pie; A Vie-Bud; A Gre-Alb; F Tri (S) A Gre-Alb; F Nap-Apu; A Rom (S) F Nap-Apu.

RUS (Naus) -- A Arm-Sev.

TUR (Boyer) -- F Tyn (S) F Ion-Tun; F Ion-Tun; F Aeg-Ion; F Bla (S) RUS A Arm-Sev; A Ser (S) ITA A Gre-Alb.

Propaganda --

Constantinople -- Is it 1910 already? Gee whiz, this is my oldest game, and my first ever. I am happy that I have lasted this long. I am grateful for the fun everyone has provided with this game, and it is only too bad that France and Italy couldn't help me draw the game against Germany. Well, it looks as if Germany will get it while we three fight among ourselves. Congratulations to Germany for a well-played game.

France -- Spectator: Do you still want to bet that Italy will come in second? I will be glad to accept a bet on such an event!! I personally wonder if Italy

(Continued on Page 4)

Since we'll have a page left over this and have no time to type it full, we're reprinting the long-out-of-print "Miller 9-Man Game" map from DIPSOMANIA #1:



QIC (Continued from Page 2) --

will even finish the game! And if he does I feel Turkey should have no trouble picking up the pieces of the French-Italian alliance. I think Turkey should get credit for breaking up the Alliance that was wiping him out and causing both partners to wind up losing everything.

Germany -- Down with aggression! This was the message of the great multi-national conference which ended last night. Germany made a fitting final speech, as the host nation, by saying that our only aim in international diplomacy was to see that all nations could live in peace and harmony. To this end we are freeing the subject nations of Europe from their shackles imposed by imperialistic expansionistic warmongers. Soon the banner of freedom will wave over these unfortunate countries, and they will work together under our expert leadership to form the Greater Regional Alliance of Subject Peoples (GRASP).

Impassable Revisited -- With the game nearing a conclusion (maybe not for a couple more years, but definitely with a determined winner), I thought that I would publicize the fact that I was the real Impassable! If you can guess who writes Impassable, you guessed who wrote this byline. Where do you think I got the title? It was fun trying to fight a minor press war with the Impassable imposters! Later, I pulled out and traveled throughout the continent! Yes, I was the one who wrote that poem! I was the one who calculated when our verbosity passed the Platypus game! Yes, I was he, that prodigious press release writer! None other than the supreme guidance behind the country of.....oh, must I?

Serbia -- The President was about to reveal his secret weapon against the enemies of the Turkish Republic. But first, he had to tell the Supreme Commander to make an attack on.....ahhhhhhhh! The President was shot. He slumped to the battlefield and died almost instantly without knowing who did him in. An unglorious end. The Supreme Commander and two guards appeared from behind the big bush and kicked the President to make sure he was dead. "Well, it looks like I'll have control of the country now!", said an elated Supreme Commander. "I will lead Turkey to greater fame and glory!" The guard picked up and took away the corpse. Watching them taking the dead President away, the Supreme Commander was thinking about his next move. "I must find out what this thing is that the President was looking at. Ah, it must be the super weapon he was talking about! But how does it work?" ### Tune in to see what happens!

Spectator -- It seems fairly obvious that Germany will win (however, France is yet alive and kicking)--the interesting point of dispute is: who will end second? Italy seems the best bet here, with the forthcoming battle between her and Turkey resulting in Italy's favor. Should Turkey strike now or later? Should she be satisfied with third place? Should she enlist the aid of the remaining Russian unit or make hay while the sun is shining? Should I stop now?

GM Note -- Oops! It looks like we inadvertently repeated some of the prop. from last ish (thought it looked familiar....); sorry about that!

Deadline for SUM'10 retreats (FRA: A Gal, F Apu, A Bur) and F'10 moves -- Noon, 28 March (Wed).

Misc. -- GM Don Miller (address below; phone 301-933-5417); will return to Tues. deadlines with nextish. Hope map on preceding page turns out okay (old stencil).

--DLM

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